Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2000 09843649 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [OR SMALL ENTITY **TOTAL CLAIMS** FEE RATE FEE RATE OR BASIC FEE **BASIC FEE** 710.00 FOR 355.00 NUMBER FILED NUMBER EXTRA TOTAL CHARGEABLE CLAIMS minus 20= X\$18= 0 X\$ 9= OR INDEPENDENT CLAIMS minus 3 =0 X80= X40 =MULTIPLE DEPENDENT CLAIM PRESENT +270= +135= OR * If the difference in column 1 is less than zero, enter "0" in column 2 **TOTAL** TOTAL 710,00 OR **CLAIMS AS AMENDED - PART II OTHER THAN** SMALL ENTITY OR **SMALL ENTITY** (Column 3) (Column 1) (Column 2) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** RATE TIONAL RATE TIONAL **AMENDMENT PREVIOUSLY AFTER EXTRA** FEE **FEE AMENDMENT** PAID FOR Total Minus X\$18= X\$ 9= OR Independent Minus X40 =X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) HIGHEST **CLAIMS** ADDI-ADDI-REMAINING NUMBER **PRESENT** RATE TIONAL RATE TIONAL **PREVIOUSLY AMENDMENT AFTER EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus ** X\$ 9= X\$18=OR Independent Minus *** X40 =X80 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= +270= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 3) (Column 1) (Column 2) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE TIONAL **RATE** AMENDMENT **PREVIOUSLY AFTER EXTRA AMENDMENT** PAID FOR **FEE** FEE Total Minus X\$ 9= X\$18= OR Minus Independent = *** X40= X80 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= +270= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

OR

TOTAL

TOTAL

ADDIT, FEE